

KNIGHTS & THE WESTEROS TABLE

Role Overview

The Knight is the military power behind their House.

This player directs armies in the field to attack, defend, and restore order to lawless lands.

The Knight will also coordinate supplies, lay sieges, and raze villages to the ground.

Players should take to this role if they want the most tactical experience in the thick of military actions across the face of Westeros.

The Knight can sometimes be stressful and overwhelming to play as the pressure is on them from all other team members to win battles against all odds and get Resources flowing.

The typical Round for a Knight will consist of a few actions, all taking place in Banner Order.

Each step is done by all Knights before any move on to the next step.

They will:

1. Pay upkeep in Resource Cards or Gold to maintain each army
2. Spend Resource Cards or Gold to draft new armies at controlled Strongholds
3. March each army up to one land
4. Perform an action for each army
5. Help their Lords collect Resource Cards from controlled lands on the Westeros Map

Teamwork

Get comfortable with the fact that you are just one piece in the machine, one player on a team of many.

It's easy to fall into the trap of believing that you're the most important player on the team, since your table has the big, cool map and the most direct means of gaining Power.

Do your best and realize that, while you may win or lose some battles, it's the whole team that wins the war.

If you go into this game with a mindset of operating alone, you're in for a frustrating and unsatisfying experience.

Ask the Lord to make Alliances, both official and through backchannel deals, beneficial to your current military strategy.

More than anything else, your victories on the battlefield will be determined by the political alliances made by other members of your team.

Your Lord in many ways has more influence over the military than you do, just in less obvious ways.

Also, be sure to let your Lord know where your Resources are thin and what needs to be done to shore them up for military expansion.

Lastly, collaborate with your Lord to develop creative, powerful Secrets Cards about soon-to-be rival Houses.

Secrets Cards allow your team to break or bend the rules of the game if you can introduce a story element that fits the effect you want and makes sense.

It's a way for creative players to gain a real leg-up against their enemies, as well as introducing some more freeform elements to the strict tactical game and break up the tense mood.

Ask the Heir to join the fight at key moments, especially if your House has excess Gold to hire sellswords.

The Heir can come to the table at any time and break Banner Order when that player acts.

This can be a very powerful tool to throw in a sudden Force March or offensive action where your opponents did not expect.

If you're in a 3-person team, the one advantage you have is that this bonus action can be taken by the Knight, meaning you have full control over the timing.

If you have all four players, use the mobility of the Heir to relay messages and keep your team up to date on the goings on at each table.

Collaborate with the Heir to figure out where they need to focus.

Delving for Relics adds Power, special abilities, and Gold, but can also eat up a lot of time.

Similarly, with the Maester, coordinate and decide where their limited number of actions can be best spent at the Citadel table; Relics, Secrets, or Dark Wings Dark Words.

Strategize as to what links are more valuable for you, and which are dead-ends.

Additionally, the Maester can have a huge impact on what kind of special tricks your Heir brings to the Westeros Table each Round through Traits and Bloodlines Cards.

Try and coordinate a strategy with all members of your team so that you are using the Heir's special abilities to the greatest effect each Round.

This is a game about face-to-face communication and working well as a team.

Military Theory & Strategy

The Westeros Table in Aegon's Conquest has influences from several popular war games, but is unique in its outlook and implementation.

The focus of this segment is to convey the themes of war as expressed in the A Song of Ice & Fire book series.

Pitched combat is very difficult against an entrenched foe.

Logistical support and jostling for position is the primary means of defeating enemy forces.

Communications get lost and redirected all of the time.

Brilliant, seemingly unstoppable military commanders are frustrated time and again by political forces beyond their control.

The people on the sidelines, the villagers and smallfolk, are the ones who really suffer as their lands are torched and their homes destroyed by the fighting.

In the world of A Song of Ice & Fire, war is hell.

The map is divided into large zones known as lands.

Each of these lands represents a massive area, hundreds of miles across, filled with dozens of villages and holdouts.

They are impossible to lock down completely.

The armies in Aegon's Conquest are similarly very abstract and are not realistic.

Armies generally move freely throughout the map, using the wide spaces to slip past defenses.

In battle, broken morale and a fast retreat is far more common than a fight to the death.

Armies are only defeated when they are either starved out (cannot pay upkeep) or have been encircled and cut off with no place to retreat to safety.

Since upkeep plays such a large role in your combat effectiveness, be on the lookout for where you can snag one or two extra Resource icons to best support your armies.
Try and make your Lord's life easier by not requiring him to beg for Resource trades each and every Round.

Never commit to a fair fight.

The probabilities for a single army achieving any lasting success are stacked heavily against you in all rolls.

In open combat, with all other factors being equal, the defender has a significant numerical advantage.

Look for ways to gain Support or other bonuses to your actions before rushing into a fight; with another army's action (preferably from an allied House), a Relic, help from the Night's Watch, or sellwords bought with Gold.

Similarly, always bring multiple armies to bear down and gang up on a trapped enemy army.

Use Cut Off and Raid to stop them from retreating and put them to death.

Charging in and hoping to roll well is not a good strategy.

Plan for poor rolls.

Lastly, if you can manage to outmaneuver your foe and get into unprotected enemy lands, Raid is a very powerful weapon in your arsenal.

Raid is the means to shut down upkeep for your enemies' armies, always works with no die rolls, and can take a very long time for your enemy to recover from.

Likewise, never let an enemy army get into a position where they can set your lands to the torch.

Use your Heir bonus action or whatever other kind of maneuvering is necessary to keep an army or Stronghold protecting your lands.

I threw them back. Lord Tywin, GregorClegane, Addam Marbrand, I turnedthem away. Stannis, though . . ." Hegrimated. "Stannis? What of Stannis?" "He lost the battle at King's Landing,"Edmure said unhappily. "His fleet wasburned, his army routed."ASOS Catelyn I

"Bolton was defeated by my father onthe Green Fork." "But not broken," saidSer Cleos. "He came south again whenLord Tywin marched against the fords.The word at Riverrun was that he'dtaken Harrenhal from Ser AmoryLorch."ASOS Jaime I

As for Stark, the boy is still in the west,but a large force of northmen underHelman Tallhart and Robett Glover aredescending toward Duskendale. I'vesent Lord Tully to meet them, while SerGregor drives up the kingsroad to cutoff their retreat. Tallhart and Glover willbe caught between them, with a third ofStark's strength."ASOS Tyrion I

Game Mechanics

Control Stickers

At the start of the game, place one of your House's control sticker on each of the lands with text matching your House colors.

The names of lands are color-coded for to easily recognize what territory you begin the game with.

While a land has a control sticker, it produces the Resources of the type indicated by its Resource icons each round.

Obviously, the lands with two Resource icons are more valuable than those with only one.

If a land has its sticker removed, it is considered controlled by no House at all.

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Many lands also have a Stronghold icon, a black and white symbol that looks like a castle gate.

These provide various defensive bonuses and also are a staging point for newly created armies.

Each House starts with three such strongholds under their control.

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Each House starts with two armies.

At the start of the game, the Knight must place these armies on lands with Stronghold icons controlled by their House.

Strongholds

Lands with a Stronghold iconprevent enemy armies from using theRaid action and Oppose enemy armiesusing either the Give Battle or Conqueractions.

Resource Icons

Lords and Knights work together at theend of each Round to Harvest Resourcesfrom lands under their control. Landsproduce Resource Cards as per theindicated icon.

During Summer, areas that have twoResource icons produce both of thoseResources, plus a third Resource ofeither type.

During Winter, areas that have twoResource icons produce only oneResource of the types listed, with theLord choosing between them.

Cattle

Grain

Iron

Lumber

Targaryen Lands

Blackwater Bay

o House Seat

o Stronghold (Dragonstone)

o Iron x2

Massey's Hook

o Cattle, Grain

Kingswood

o Lumber x2

Duskendale

o Stronghold (Dun Fort)

o Lumber

Cracklaw Point

o Stronghold (Whispers)

[illegible]

[illegible]

[illegible]

Plastic swords for each Knight would be pretty cool

Provide a colorful name tag to identify the player's House and their role as Knight.